



## Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
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Gradius III & IV

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SLES-50038

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 70KB • Analog control Compatible : Analog Sticks Only 1 DISC

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Published by Konami of Europe GmbH. Developed by Konami Computer Entertainment Tokyo.

# GRADIUS

## III & IV

## CONTENTS

### THE CONTROLS

04

### THE SCREEN

05

### GAMEPLAY

06-07

### OPTION MODE

08-09

### SAVE/LOAD

10-11

### BACKGROUND STORY

GRADIUS III - 12

GRADIUS IV - 16

### STAGE INTRODUCTION

GRADIUS III - 13

GRADIUS IV - 17

### POWER-UPS

GRADIUS III - 14/15

GRADIUS IV - 18/19

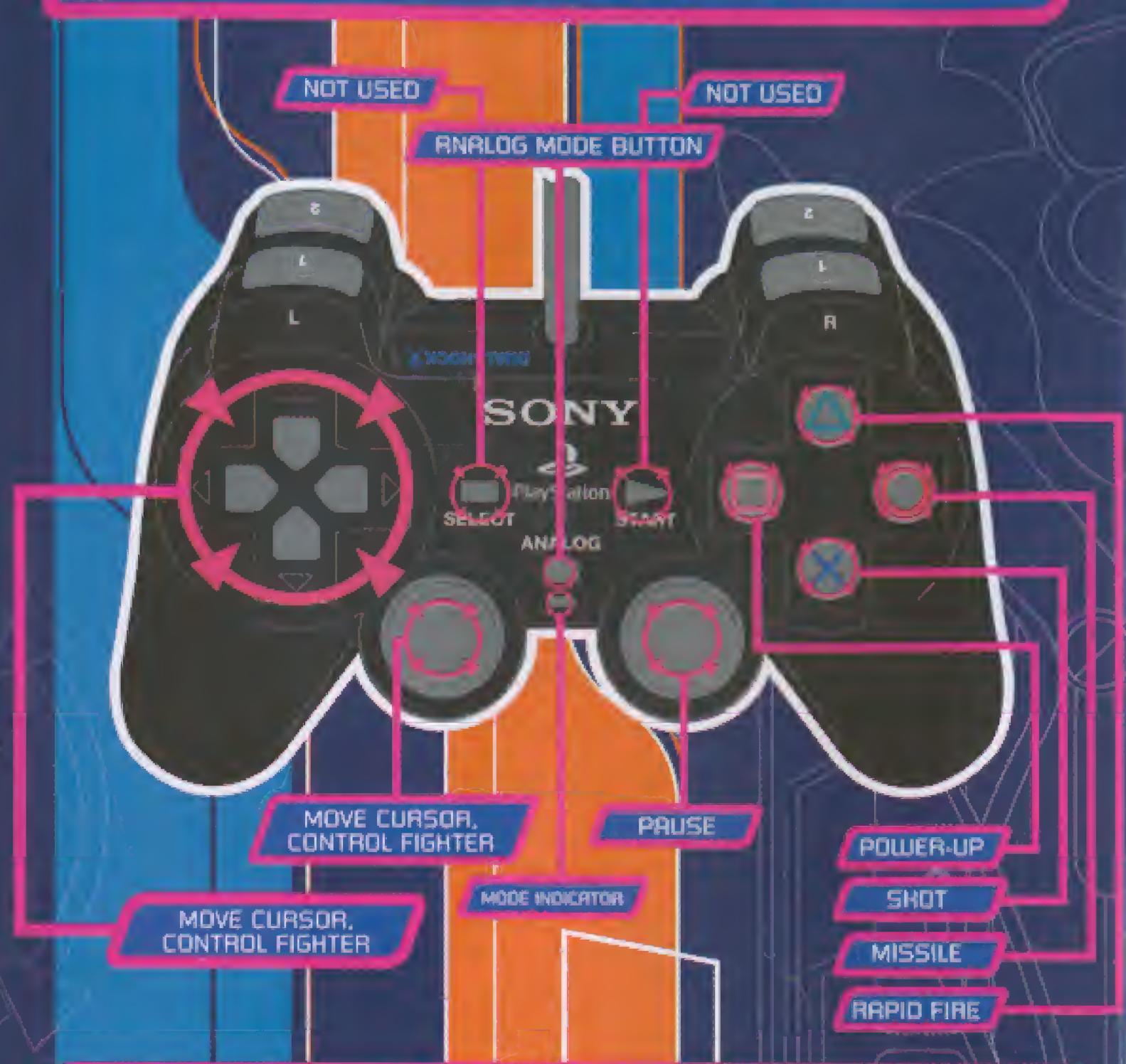
Thank you for purchasing Konami's Gradius III & IV. Please read the Instruction manual before starting gameplay, then go ahead and enjoy the game!

This manual will not be reissued, so please take care not to lose it.

### SETTING UP

Before playing Gradius III & IV please make sure that your Playstation®2 console is set up according to the Instruction manual. Make sure that the power is turned off before inserting or removing a compact disc. Insert the Gradius III & IV disc and close the disc tray. Insert a game controller and turn on the console. Follow the on screen instructions to start a game.

## THE CONTROLS



Press the L1 button + R1 button + Start button + Select button at the same time (Game Reset)

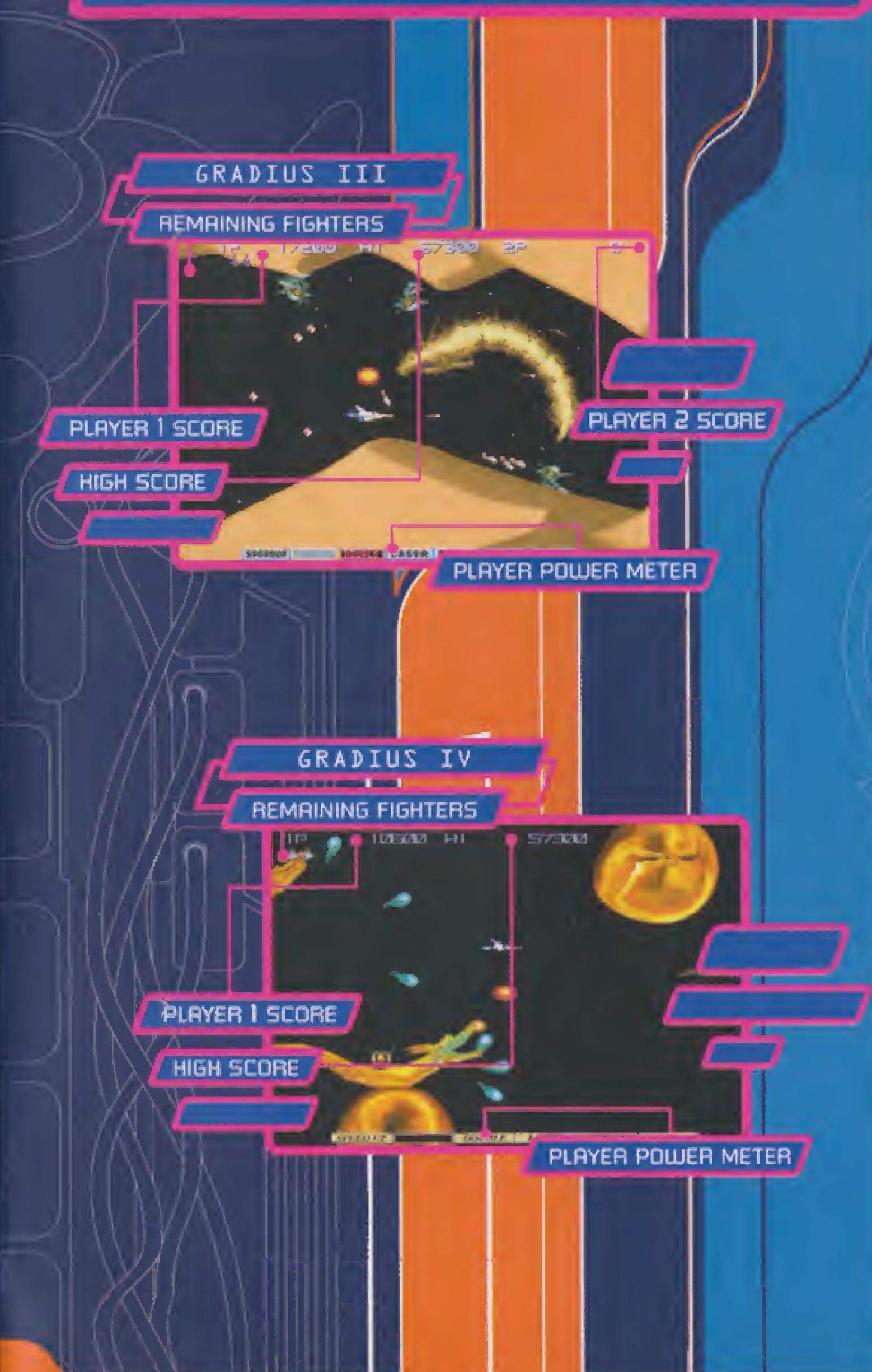
This game may be played using the directional buttons or the Left Analog Stick. To use the Left Analog Stick, press the Analog Mode Button to switch to Analog Mode (Indicator : RED).

The Vibration feature is not used in this game.

Button set-up can be fixed in the Option Mode.

Two Players can Play GRADIUS III & IV if two controllers are connected to the console. Players will take turns to complete the stages.

## THE SCREEN



## GAMEPLAY



From the "Gradius III & IV" title screen, use the Directional buttons to move the cursor and select either Gradius III or Gradius IV.

Press the START button to select the game, and the game's title screen will appear. Again, use the Directional buttons and the START button to choose the game mode.

**1 PLAYER**

(ONE PLAYER gameplay)

**2 PLAYERS**

(TWO PLAYER gameplay)

**OPTION MODE**

Change game settings  
(see page 8).

**MAIN TITLE**

Return to the Main title screen  
to select the GRADIUS III or IV  
Game

**For GRADIUS III only**

**STAGE SELECT**

Start the game from  
the selected stage

**For GRADIUS IV only**

**MAIN TITLE**

Return to the Main  
Title screen

### WHEN ALL FIGHTERS HAVE BEEN DESTROYED

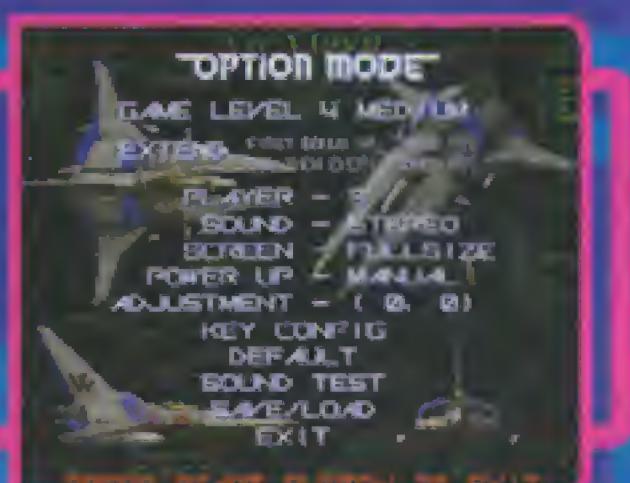
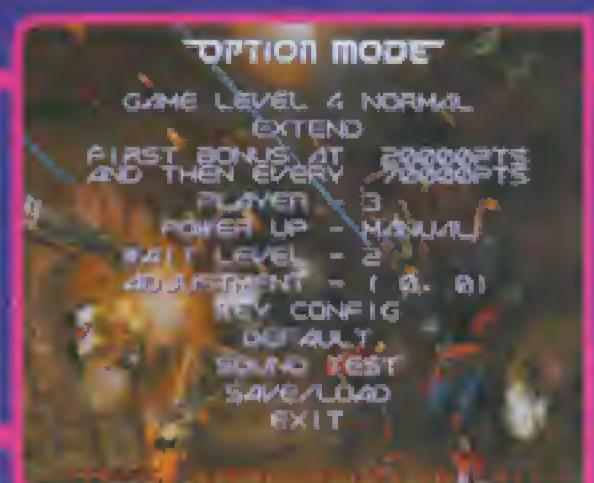
#### GRADIUS · III

There are no 'continues' in this game. You can play individual stages within the STAGE SELECT mode that you have completed within the 1 or 2 player game mode.

#### GRADIUS · IV

You may continue to play if you die within the 1 Player Mode, or when playing the Boss Rush mode.

# OPTION MODE



In this mode, various game settings may be changed.

## GAME LEVEL

### GRADIUS III

Choose from 6 difficulty levels.  
(EASIEST - VERY HARD)

### GRADIUS IV

Choose from 8 difficulty levels.  
(EASIEST - HARDEST)

## EXTEND

Select how many points are required to earn extra fighters.

## PLAYER

Select the number of fighters available at the start of the game.

GRADIUS III - Choose from 1-9 fighters

GRADIUS IV - Choose from 3-9 fighters

## POWER-UP

Select Power-Up method.

MANUAL The Power-Up method is selectable

SEMI-AUTO The Power-Up method is computer-assisted

## BUTTON CONFIGURATION

### POWER-UP

Press to select Power-Ups

### FIRE

Press to fire normal shots and lasers

### RAPID FIRE

Press and hold for rapid fire

### RAPID MISSILE

normal shots

### RAPIID MISSILE

Press and hold for rapid fire missiles

### DEFAULT

Returns changed settings to the default setting.

### SOUND TEST

Listen to the music played during the game.

### Start Music

△ button

### Stop Music

○ button

### Open/Close Window

□ button

### SAVE/LOAD

Save or Load games with a Memory Card (8MB) (for PlayStation®2).

### EXIT

Exit the OPTION mode

## Special Options only for GRADIUS III

WAIT LEVEL Controls game speed. (OFF/Level1/Level2)

Since the PlayStation 2 processor is faster than the original arcade hardware, players may want to decrease the game speed. Choose from OFF (HARD game speed) to Level 2 (EASY) settings.

## Special Options only for GRADIUS IV

### SOUND

Select Stereo or Monoaural sound

### SCREEN

Select Arcade or Full size screens

## SAVE/LOAD

SAVE/LOAD  
PLAYTIME: 00:00:00  
AUTO SAVE: OFF  
SAVE  
LOAD  
QUIT

A Memory Card (8MB) (for PlayStation®2) is required to SAVE or LOAD game data. In order to save the game there needs to be at least 78K of free space available on your Memory Card (8MB).

From the OPTION mode screen, select SAVE/LOAD to advance to the SAVE/LOAD screen.

Plugging or unplugging the PlayStation®2 Memory Card (8MB), or switching off the power of the PlayStation®2 console during a save or load may result in data loss.  
This game only uses Memory Card Slot 1.

### LOAD

Load a saved game from a Memory Card (8MB) (for PlayStation®2).

Gradius III & IV game data from previously saved games will be automatically loaded when the power is switched ON.

### AUTO SAVE

If this feature is ON, game data will automatically be saved to Memory Card Slot 1 when a game is finished.

### SAVE

Save current data to a Memory Card (8MB) (for PlayStation®2)

2  
165  
1  
494  
+  
1499  
IDENT: KERA

13840  
6  
4  
1  
9974  
163  
IDENT: CLUB

IDENT: VIC VIPER  
SPEED UP x5  
WEAPON SYSTEMS  
MISSILE  
DOUBLE  
CYCLONE LASER  
OPTION x2

# GRADIUS III

## From Legend To Myth

In the darkest reaches of infinite space, pure evil lies in wait ...

The Dark Forces led by the god of destruction, Bacterian, prepare to launch a massive onslaught against the planet Gradius

Possessing unstoppable power, the Dark Forces threaten to plunge the Universe into total war and complete annihilation. Their invasion force smashes the Gradius defenses, and the surrounding planets soon fall like dominoes. Now Bacterian's evil grasp reaches for the heart of the resistance...

Planet Gradius itself...

To counter the oncoming threat the United Gradius World Forces gather all their fighter craft. Half of them form a defensive net - the other half a strike team. But they are badly outnumbered and The Dark Forces easily tear through their thin frontline. No fighters survive the slaughter...

In a last gasp move, the United Gradius World Forces send out two fighters, previously considered too dangerous for combat missions: The InterDimensional VIC VIPER fighters.

The fighters take off for the heart of darkness to join the fray that will decide the fate of the Universe.

## STAGE INTRODUCTION

1: Desert Stage  
Boss: Goliath

2: Bubble Stage  
Boss: Bubble Eye

3: Volcano Stage  
Boss: Core Mark III

4: Turbo Stage

5: Moal Stage  
Boss: Dogas / Valf

6: Cell Invasion Stage  
Boss: Gregol

7: Lava Stage  
Boss: Wyvern-1st Form  
Vulture Dragon-2nd Form

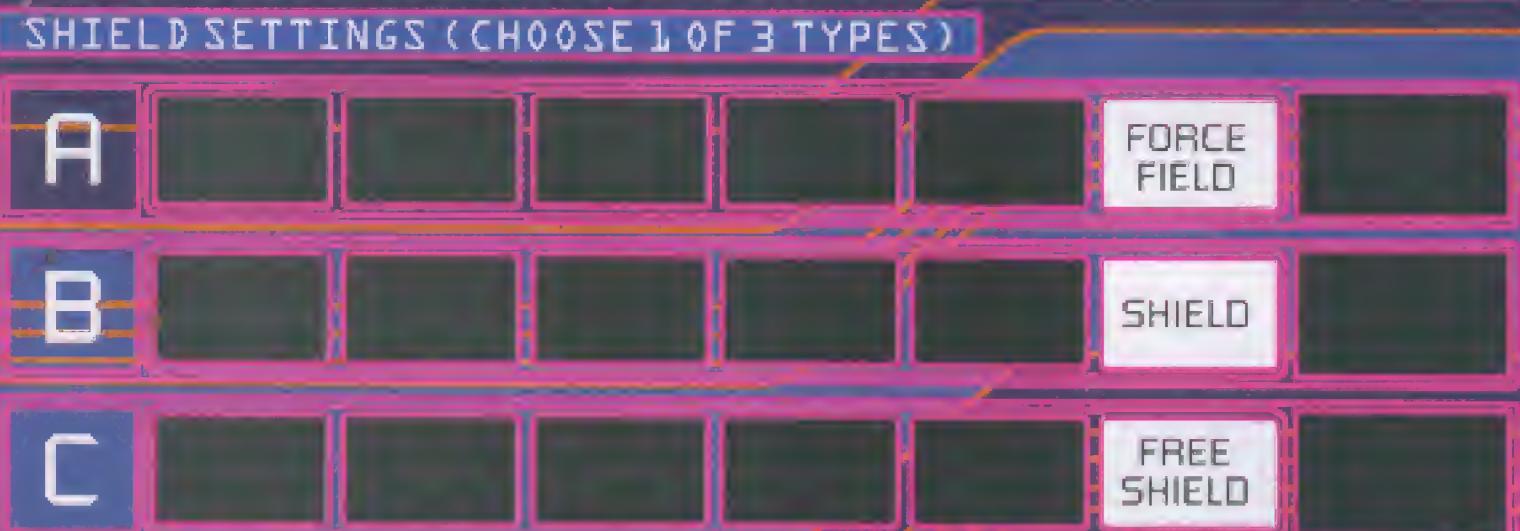
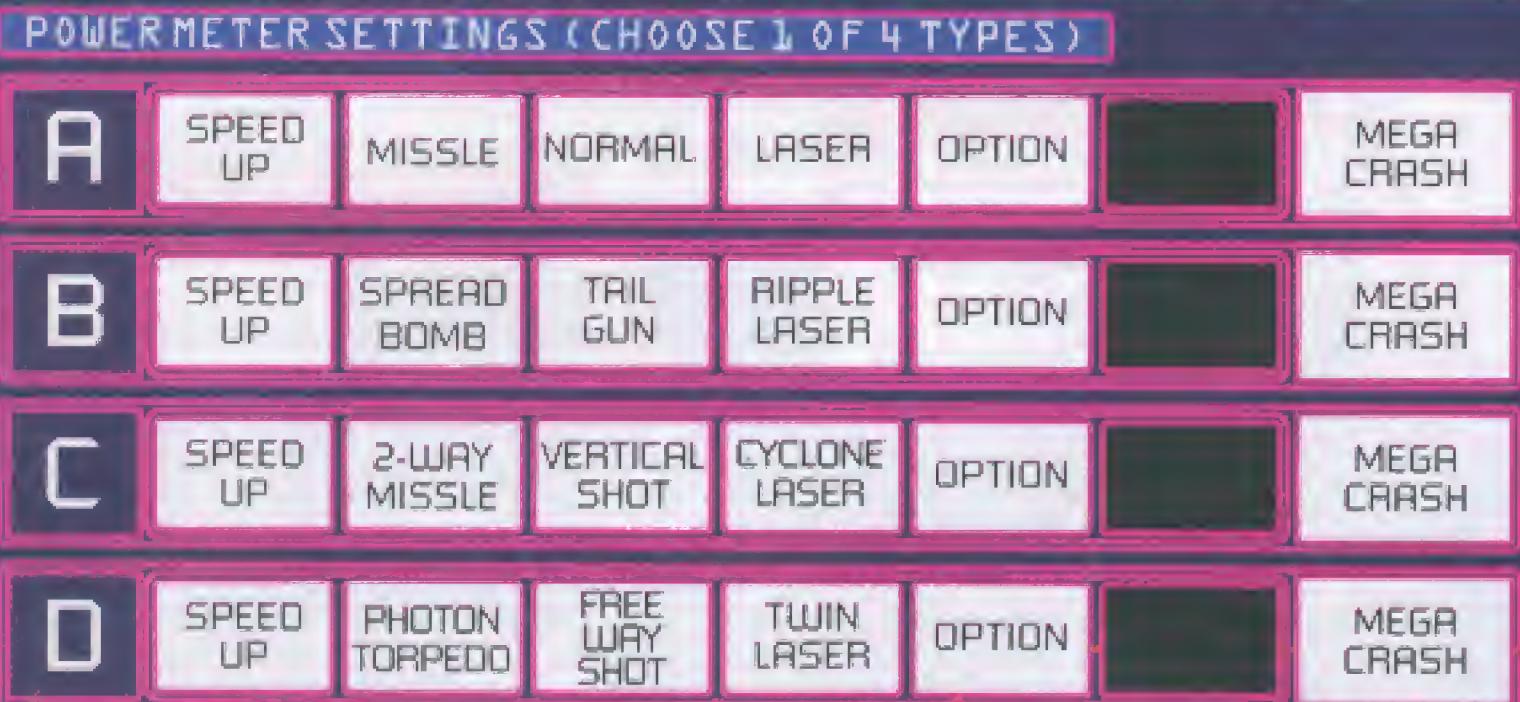
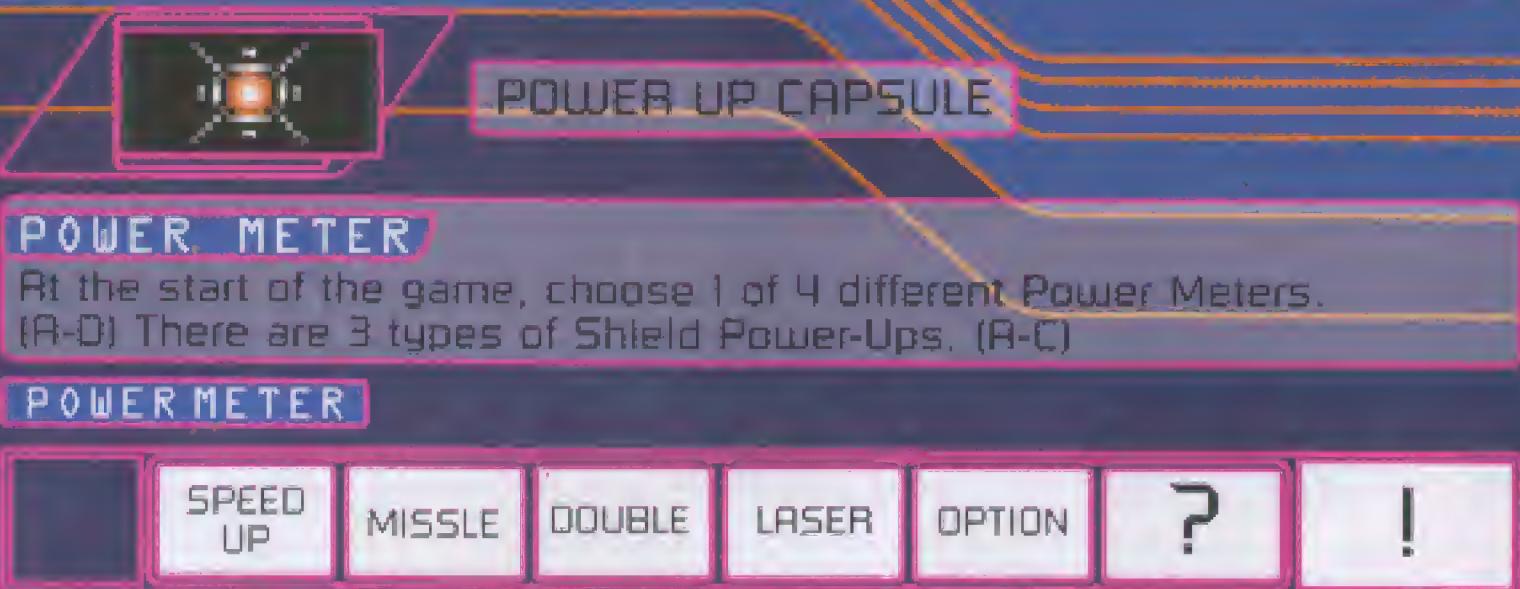
8: Plant Stage  
Boss: Choking Weed

9: Crystal Stage  
Boss: Lizard Core

10: Final Stage

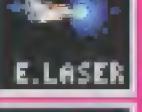
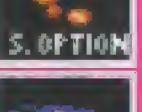
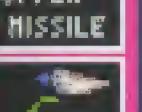
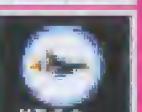
# POWER UPS

Power-Up capsules will appear after certain enemies are defeated. After getting a Power-Up capsule, the fighter's Power Meter will light up. Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up **□** button to select it.



**EDIT MODE**  
Create a custom Power Meter in this mode. Some Power-Ups are not available in this mode.

# POWER UP EXPLANATIONS

<b>SPEED UP</b>	 SPEED UP	Speed can be increased up to 5 times.	<b>RIPPLE LASER</b>	 RIPPLE LASER	Fires wide ring diffusion lasers.
<b>MISSILE</b>	 MISSILE	Fires missiles that fly along the ground.	<b>CYCLONE LASER</b>	 CYCLONE LASER	Fires a powerful, twisting laser.
<b>SPREAD BOMB</b>	 SPREAD BOMB	Drops bombs to the rear that explode in a wide blast.	<b>TWIN LASER</b>	 TWIN LASER	Fires twin lasers.
<b>PHOTON TORPEDO</b>	 PHOTON TORPEDO	Fires torpedoes straight down to blast ground forces & penetrate small enemies.	<b>ENERGY LASER</b>	 ENERGY LASER	Fires a laser ball.
<b>2-WAY MISSILE</b>	 2-WAY MISSILE	Fires missiles straight up & down.	<b>OPTION</b>	 OPTION	A maximum of 4 extra phantom fighters can join in the attack! The phantom fighters mirror the main fighter's movements.
<b>CONTROL MISSILE</b>	 CONTROL	Manually move the missile up or down with the Directional buttons.	<b>SNAKE OPTION</b>	 S. OPTION	The phantom fighters tail the main fighter like a whip.
<b>UPPER MISSILE</b>	 UPPER MISSILE	Fires missiles that fly along the top of the screen.	<b>FORCE FIELD</b>	 FORCE FIELD	A protective field surrounds the fighter, protecting it from attacks from all directions.
<b>SMALL SPREAD BOMB</b>	 S. SPREAD	Drops bombs to the rear that explode on contact.	<b>SHIELD</b>	 SHIELD	Attaches 2 shields to the front of the fighter.
<b>DOUBLE</b>	 DOUBLE	Fires shots straight ahead & up at a 45° angle.	<b>FREE SHIELD</b>	 FREE SHIELD	Freely position shields around the fighter.
<b>TAIL GUN</b>	 TAILGUN	Fires shots straight ahead & straight back.	<b>REDUCE</b>	 REDUCE	Decreases the size of the fighter. 2 Power-Up levels can be used.
<b>VERTICAL SHOT</b>	 VERTICAL SHOT	Fires normal shots straight up.	<b>MEGA CRASH</b>	 MEGA CRASH	Disintegrates all enemies & enemy shots on the screen.
<b>FREE-WAY SHOT</b>	 FREE-WAY	Fires normal shots in multiple directions. Shots are controlled by the Directional button.	<b>NORMAL</b>	 NORMAL	Returns powered-up weapons to the normal, original setting.
<b>SPREAD GUN</b>	 SPREAD GUN	Two Power-Up levels are possible, each with increasing firepower. Fires shots that fan out in front of the fighter.	<b>SPEED DOWN</b>	 SPEED DOWN	Decreases the fighter's speed.
<b>LASER</b>	 LASER	Fires a penetrating laser beam.	<b>REMAIN OPTIONS</b>	 OPTION	Exchange phantom option fighters for extra fighters. A maximum of 4 extra fighters are available.

# GRADIUS IV

## Revival

A distant memory....

The doomsday planet Bacterian has long been forgotten and Planet Gradius is enjoying a time of restored peace and prosperity. However their worst nightmare is about to become reality...again.... Suddenly, out of nowhere, a massive attack force appears, overwhelming the Gradius Defense Forces.

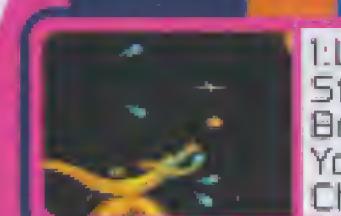
Just when things are looking hopeless, a lone fighter screams across the sky.

The battle for freedom is joined once more....



## STAGE INTRODUCTION

1: Liquid Metal Stage  
Boss: Yorogaton Chimera



2: Plant Stage  
Boss: Dendrodium



3: Bubble Stage  
Boss: Bubble Core



4: Magma Stage  
Boss: Gillador



5: Moal Stage  
Boss: Alpha & Omega



6: Cell Stage  
Boss: Viral



7: High Speed Stage  
Boss: Rolling Core



9: Fortress Stage



8: Boss Parade  
1 on 1 with Bosses



## POWER UPS

Power-Up capsules will appear after certain enemies are defeated.

After getting a Power-Up capsule, the fighter's Power Meter will light up.

Collect more capsules to cycle through the different types of Power-Ups. When the desired Power-Up is lit, push the Power-Up **Ⓐ** button to select it.



POWER UP CAPSULE

Grab the Blue Capsule to destroy all enemies and enemy shots on screen

### POWER METER

At the start of the game, choose 1 of 4 different Power Meters.

(A-D) There are 3 types of Shield Power-Ups. (A-C)

#### POWER METER



#### POWER METER SETTINGS (CHOOSE 1 OF 6 TYPES)



#### SHIELD SETTINGS (CHOOSE 1 OF 2 TYPES)



## POWER UP EXPLANATIONS

### SPEED UP

Speed can be increased up to 5 times



### MISSLE

Fires missiles that fly along the ground.



### SPREAD BOMB

Drops bombs to the rear that explode in a wide blast.



### PHOTON TORPEDO

Fires torpedoes straight down to blast ground forces & penetrate small enemies.



### 2-WAY MISSLE

Fires missiles straight up & down.



### VERTICAL MINE

Throws mines in the direction the fighter is flying. When a mine comes into contact with an enemy or the timer runs out, a vertical blast is detonated.



### FLYING TORPEDO

Torpedoes fly from above and below the fighter. Hold the button to change the height of the flight path.



### DOUBLE

Fires shots straight ahead & up at a 45° angle.



### TAILGUN

Fires shots straight ahead straight back



### LASER

Fires a penetrating laser beam.



### RIPPLE LASER

Fires wide ring diffusion lasers.



### ARMOR PIERCING

Fires an armor piercing shot



### TWIN LASER

Fires twin lasers.



### OPTION

2 front shields protect the fighter from a maximum of 10 frontal hits.



### SHIELD

A protective field surrounds the fighter, protecting it from attacks from all directions.



### FORCE FIELD

Completely envelopes fighter in protective shell and absorbs a maximum of 3 direct hits from any direction.



INDENT: VIC VIPER

TYPE: ATMOSPHERIC / DEEP SPACE FIGHTER

OPTION MAX: X 4

LASER TYPES: RIPPLE / CYCLONE / TWIN / ENERGY

SPEED MRX: X 5

MISSILE TYPES: PHOTON / 2-WAY / CONTROL / UPPER

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Cells charged at \$1.65 (incl.GST) per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
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